

FACT SHEET

CONTACT:
GOLIN/HARRIS
Chris Olmstead (213) 623-4200,
ext.708
colmstead@golinharris.com

Super Mario® Advance 4: Super Mario Bros.® 3- e

Format: e-Reader
Launch Date: Oct. 20, 2003
Projected ESRB: E for Everyone
Accessories: Two Game Boy® Advance units, e-Reader, Game Boy® Advance Game Link® cable
Players: 1
MSRP: \$5.99

Summary

Originally released on the Nintendo Entertainment System®, *Super Mario Bros. 3™* is the best-selling video game of all time in the United States. Now it's available for the first time ever on the Game Boy Advance, with all-new features in *Super Mario Advance 4: Super Mario Bros. 3*. The e-Reader technology extends the game's popularity by adding new levels and providing bonus items. Use the cards to play new and classic levels, use special power-ups and learn strategic techniques.

Features

- Two e-Reader cards will be packed in with the game, while others will be sold separately in packs.
- Players can buy two packs of 18 cards, each of which includes five Level cards, five Demo cards and eight Power-Up cards.
- Level cards reveal up to 10 different levels of various difficulty to explore, including classic levels from the best-selling original *Super Mario Bros. 3* game.
- Demo cards show players hidden items and exciting techniques to enhance their game play.
- Power-Up cards give players traditional items like a Super Leaf or a 1-Up Mushroom to use strategically in the game.
- Cards can be used repeatedly, and their contents can be saved.

